**Games presented at the Leave No Trace Trainer course**

**Numbered ball & LNT Principles**: From Don Gale (Master Educator Utah)

See attachments for the 7 LNT Principles

**Garbage game**: See attachment or use the info below

Leave No Trace 101 book: #059 Trash Timeline

LNT Dudes: <http://leavenotracedude.com/default.shtml>

How Long Will it Last? <http://leavenotracedude.com/teach/dispose-waste-trash.shtml>

**Mound fire cake desert**:

2 – 9” round yellow cakes (mineral soil) Small pretzel sticks (tinder)

Pretzel sticks (larger wood) Red hot candies (coals)

Whip cream (smoke)

**The Path**: Path Scenario –

Participants sit on the ground in 2 lines facing each other about 2 feet apart

Walk down the path as a single person and with another person side-by-side

Show how the path has to widen for 2 people

Make rain sounds slow to hard to slow

Walk down path and discuss stepping around a puddle – move participants to widen path

Walk outside of the path to avoid the muddy path completely - discuss

Walk down again and move participants to allow the picking of a flower outside of the path

Use other variations to show how paths widen

**Web of Life**: Check the internet for “Web of Life Game”.

There are many versions and variations to choose from.

**Bare Ground**: LNT Dudes: <http://leavenotracedude.com/teach/fire-consume.shtml>

**Animals**: (Stop Bothering Me)

LNT Dudes: <http://leavenotracedude.com/teach/wildlife-bother.shtml>

**Puzzle pieces**: (Puzzling Discoveries)

LNT Dudes: <http://www.leavenotracedude.com/teach/leave-puzzling.shtml>

I use a variation of this by laminating pages out of nature magazines, laminating them and cutting them out as a puzzle. I use puzzles of 6 pieces for Cubs and puzzles of 9 or 11 pieces for Boy Scouts and adults.

**Hiker, Biker, Horse**:

LNT Dudes: <http://leavenotracedude.com/teach/considerate-game1.php>

**Unknown Destination Hike**: We varied this by giving you the Alpine setting.

LNT Dudes: <http://leavenotracedude.com/teach/plan-ahead-mystery.shtml>